

Claims:

1-49 (CANCELED)

50. **(NEW)** A method for a plurality of reporters to collectively report team-member activity that is causal to team achievement, comprising the steps of:

- a) providing at least one data processor for receiving and processing report data;
- b) providing memory for storing report data;
- c) providing data entry device for inputting and outputting data;
- d) guiding REPORTERs on how to collectively self-organize information gathering activities by displaying and committing REPORTERs intentions via said data entry device;
- e) creating a common perspective among the plurality of REPORTERs to guide collective discovery of valued team-member actions;
- f) creating among the plurality of REPORTERs, consistent measuring and valuing of team-members' contributions by processing report data on said data processor(s);
- g) creating composite reports of valued team-member actions, storing and retrieving them from said memory;

h) recording redundant reports via data entry device and selecting a representative report from each set of redundant reports by said at least one data processor;

wherein said data processor(s), memory and data entry device are connected to a data communications network to process, store and communicate data, and wherein a plurality of reporters can collectively self-organize to share tasks of role selection, information discovery and information reporting, thereby integrating activity to simulate one omniscient information gatherer.

51. **(NEW)** The method of Claim 50, further comprising:

- i) aggregating said representative reports to create composite reports by said at least one data processor; and
- j) deterring hostile attempts to report false data by filter means.

52. **(NEW)** The method of claim 50, further comprising:

- k) refining reporting skills by re-enforcement learning including:
 - i) apprising reporter of reporting accuracy in relation to a standard by report quality feedback means;

ii) establishing a reporter's reputation for reporting by proficiency skill level means;
and
iii) sharing reporters' knowledge and observations by collaboration means.

53. **(NEW)** The method of claim 50, wherein the boundary of the CONTEST is extended to include REPORTERs as participants in the on-going CONTEST by providing PLAYERs with real-time feedback of the effectiveness of actions, further comprising:

1) integrating and reporting of CONTEST analysis to CONTEST PLAYERs for re-enforcement learning to guide action choices during a CONTEST.

54. **(NEW)** The method of claim 50, wherein PLAYERs rely solely on peer-to-peer collaboration in pursuit of the team goal; and further, said reporting is accomplished by the PLAYERs.

55. **(NEW)** The method of claim 50, further comprising:

m) developing refinements to existing ASPECTs or discovering additional valuable ASPECTs previously not uncovered, for modification of the reporting measurement rules by reporter collaboration means.

56. (NEW) A system for a plurality of reporters to collectively report team-member activity that is causal to team achievement, comprising:

- a) at least one data processor for receiving and processing report data;
- b) a memory for storing report data;
- c) a data entry device for inputting and outputting data;
- d) signup commitment means for guiding REPORTERS on how to integrate information gathering activities by displaying and committing REPORTER intentions via said data entry device;
- e) team-member interaction protocol means for creating a common perspective among the plurality of REPORTERS to guide reporters' collective discovery of valued team-member actions;
- f) team goal-achievement value system means employed by the plurality of REPORTERS to create consistent measuring and valuing of team-members' contributions by processing report data on said data processor(s);
- g) means to record report data and create composite reports, storing and retrieving them from said memory;
- h) means for recording redundant reports in memory via data entry device and selecting a representative

report from each set of redundant reports by said at least one data processor;

wherein said data processor(s), memory and data entry device are connected to a data communications network to process, store and communicate data, and wherein a plurality of reporters can collectively self-organize to share tasks of role selection, information discovery and information reporting, thereby integrating activity to simulate one omniscient information gatherer.

57. **(NEW)** The system of Claim 56, further comprising:

- i) means for aggregating said representative reports via said at least one data processor.
- j) means for deterring hostile attempts to report false data.

58. **(NEW)** The system of claim 56, further comprising:

- k) refining reporting skills by re-enforcement learning means including:
 - i) apprising reporter of reporting accuracy in relation to a standard by report quality feedback means via said data entry device;
 - ii) establishing a reporter's reputation for reporting by proficiency skill level means; and
 - iii) sharing reporters' knowledge and observations by collaboration means.

59. **(NEW)** The system of claim 56, wherein the boundary of the CONTEST is extended to include REPORTERS as participants in the on-going CONTEST by providing PLAYERS with real-time feedback of the effectiveness of team-member actions, further comprising:
- 1) integrating and reporting of CONTEST analysis to CONTEST PLAYERS for re-enforcement learning to guide action choices during a CONTEST.
60. **(NEW)** The system of claim 56, wherein PLAYERS rely solely on peer-to-peer collaboration in pursuit of the team goal; and further, said reporting is accomplished by the PLAYERS.
61. **(NEW)** The system of claim 56, further comprising:
- m) developing refinements to existing ASPECTs or discovering additional valuable ASPECTs previously not uncovered, for modification of the reporting measurement rules by reporter collaboration means.

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50. **(NEW)** A method for a plurality of reporters to collectively report team-member activity that is causal to team achievement, comprising the steps of:

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- c) providing data entry device for inputting and outputting data;
- d) guiding REPORTERs on how to collectively self-organize information gathering activities by displaying and committing REPORTERs intentions via said data entry device;
- e) creating a common perspective among the plurality of REPORTERs to guide collective discovery of valued team-member actions;
- f) creating among the plurality of REPORTERs, consistent measuring and valuing of team-members' contributions by processing report data on said data processor(S);
- g) creating composite reports of valued team-member actions, storing and retrieving them from said memory;

h) recording redundant reports via data entry device and selecting a representative report from each set of redundant reports by said at least one data processor;

wherein said data processor(s), memory and data entry device are connected to a data communications network to process, store and communicate data, and wherein a plurality of reporters can collectively self-organize to share tasks of role selection, information discovery and information reporting, thereby integrating activity to simulate one omniscient information gatherer.

51. **(NEW)** The method of Claim 50, further comprising:

- i) aggregating said representative reports to create composite reports by said at least one data processor; and
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52. **(NEW)** The method of claim 50, further comprising:

- k) refining reporting skills by re-enforcement learning including:
 - i) apprising reporter of reporting accuracy in relation to a standard by report quality feedback means;

- ii) establishing a reporter's reputation for reporting by proficiency skill level means;
and
- iii) sharing reporters' knowledge and observations by collaboration means.

53. **(NEW)** The method of claim 50, wherein the boundary of the CONTEST is extended to include REPORTERs as participants in the on-going CONTEST by providing PLAYERs with real-time feedback of the effectiveness of actions, further comprising:

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54. **(NEW)** The method of claim 50, wherein PLAYERs rely solely on peer-to-peer collaboration in pursuit of the team goal; and further, said reporting is accomplished by the PLAYERs.

55. **(NEW)** The method of claim 50, further comprising:

- m) developing refinements to existing ASPECTs or discovering additional valuable ASPECTs previously not uncovered, for modification of the reporting measurement rules by reporter collaboration means.

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- g) means to record report data and create composite reports, storing and retrieving them from said memory;
- h) means for recording redundant reports in memory via data entry device and selecting a representative

report from each set of redundant reports by said at least one data processor;

wherein said data processor(s), memory and data entry device are connected to a data communications network to process, store and communicate data, and wherein a plurality of reporters can collectively self-organize to share tasks of role selection, information discovery and information reporting, thereby integrating activity to simulate one omniscient information gatherer.

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- i) means for aggregating said representative reports via said at least one data processor.
- j) means for deterring hostile attempts to report false data.

58. **(NEW)** The system of claim 56, further comprising:

- k) refining reporting skills by re-enforcement learning means including:
 - i) apprising reporter of reporting accuracy in relation to a standard by report quality feedback means via said data entry device;
 - ii) establishing a reporter's reputation for reporting by proficiency skill level means; and
 - iii) sharing reporters' knowledge and observations by collaboration means.

59. **(NEW)** The system of claim 56, wherein the boundary of the CONTEST is extended to include REPORTERS as participants in the on-going CONTEST by providing PLAYERS with real-time feedback of the effectiveness of team-member actions, further comprising:
- 1) integrating and reporting of CONTEST analysis to CONTEST PLAYERS for re-enforcement learning to guide action choices during a CONTEST.
60. **(NEW)** The system of claim 56, wherein PLAYERS rely solely on peer-to-peer collaboration in pursuit of the team goal; and further, said reporting is accomplished by the PLAYERS.
61. **(NEW)** The system of claim 56, further comprising:
- m) developing refinements to existing ASPECTs or discovering additional valuable ASPECTs previously not uncovered, for modification of the reporting measurement rules by reporter collaboration means.